

Figure 6

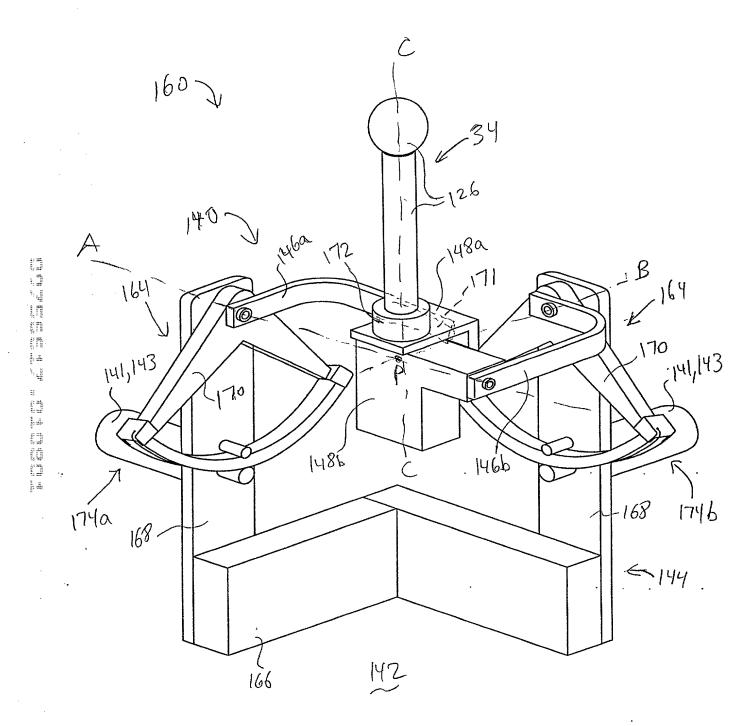
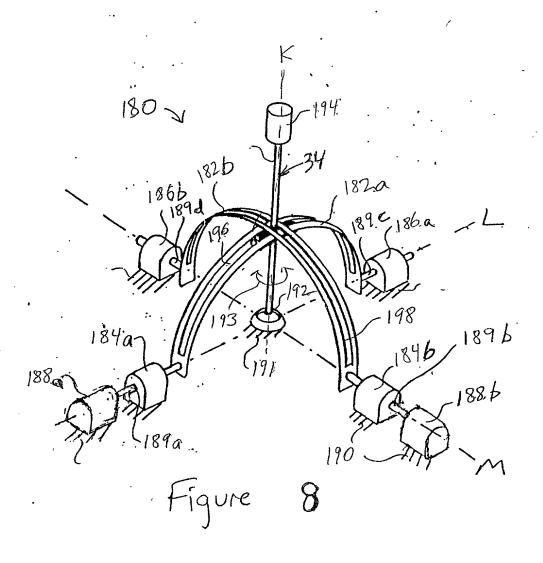


Figure 7



3002

212	SUBCLASS	CONDITION	CONDITION	CONDITION	CONDITION	OVERLAY	OVERLAY	OVERLAY	OVERLAY/GNDITION	OVERLAY
RATE CONTROL	PARAMETERS 208	R-FORE(MAGNITUDE, DURATION, STYLE, DEADBAND)	Respondence Duration, STYLE, Deadson)	Stv( (COEFFICIENT, DURATION, STYLE)	UNDWE(MAGNITUDE, DURATION, STYLE)	N_のACE. (MAGNITUDE, DURATION, DIRECTION)	V.VBME (MAGNITUDE, DURATION, DIRECTION, FREQUENCY, STYLE)	wobbit (MAGNITUDE, DURATION, STYLE)	9-FORCE (MAGNITUDE, DURATION, DIRECTION, BUTTON, AUTOFIRE)	JOUT: (MAGNITURE, DURATION, DIRECTION)
	FORCE	RESTORING	RESTORING SPRING	SLUGGISH STICK	UNSTABLE	VECTOR .	VIBRATION	WOBBLE	BUTTON	-L707

## FIGURE 9

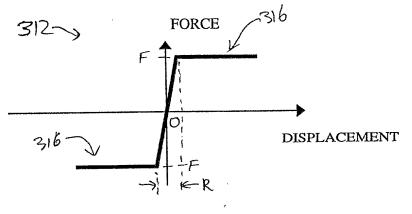


FIGURE 10a

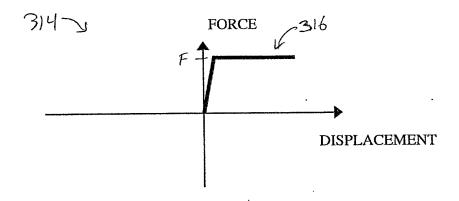


FIGURE 10b

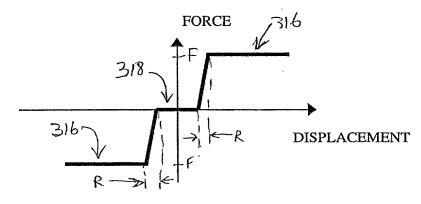


FIGURE 10c

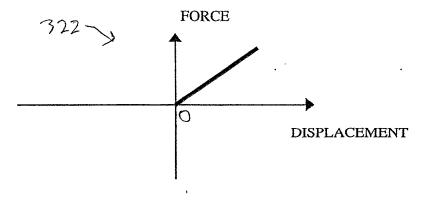


FIGURE 11 b

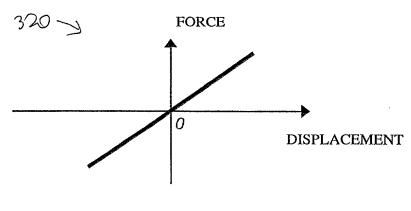


FIGURE 11 a

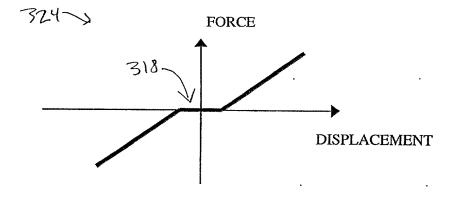


FIGURE 11c

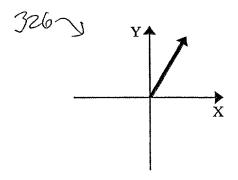


FIGURE 12-

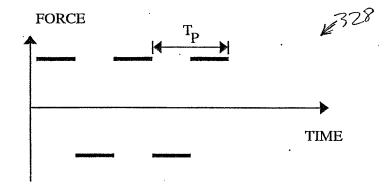


FIGURE 13a

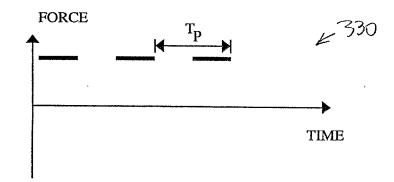


FIGURE 13b

POSITION CONTROL COMMANDS	EXAMPLE OF 336 COMMAND AND 336 PARAMETERS V 340	P_FORCE (MAGNITUDE, DIRECTION)	$\mathcal{C}_{Pool} \in (MAGNITUDE, STYLE, SNAP-DISTANCE)$	DIVOT (MAGNITUDE, STYLE, SNAP-DISTANCE)	TEXTURE (MAGNITUDE, DENSITY, STYLE)	imesbaree(magnitude, location, snap-distance)	FIELD (MAGNITUDE, ORIGIN, SENSE)	PADDLE (MASS, GRAVITY, COMPLIANCE, SENSE)	BUTTON (MAGNITUDE, DIRECTION, BUTTON, AUTOFIRE)	
		P-FORCE	GROOVE	Tovid	TEXTURE	X_BARRII	FIELD	PADDLE	BUTTON	
334	FORCE	VECTOR	GROOVE	DIVOT	TEXTURE	BARRIER	FIELD	PADDLE	BUTTON	

FIGURE 14

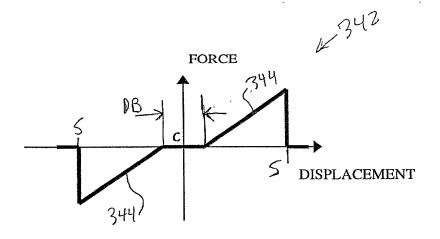
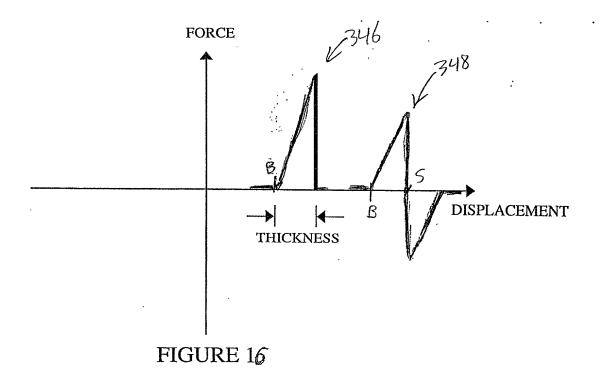
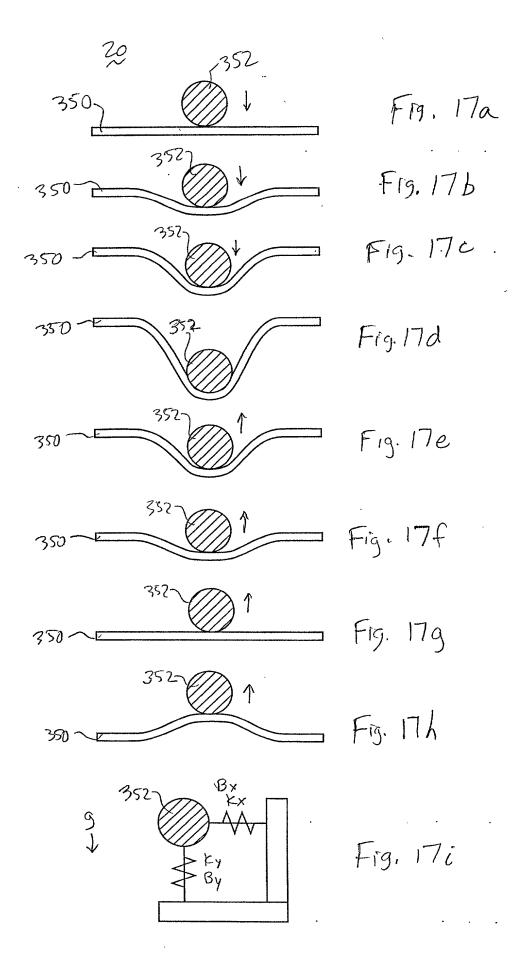
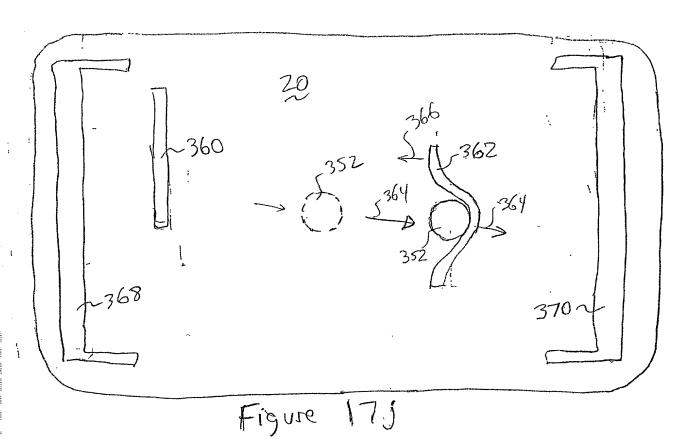
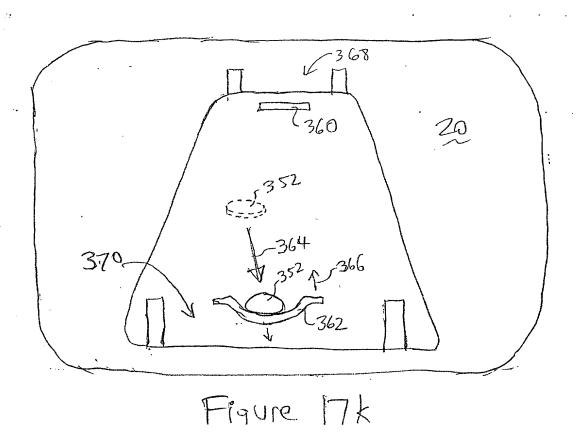


FIGURE 15









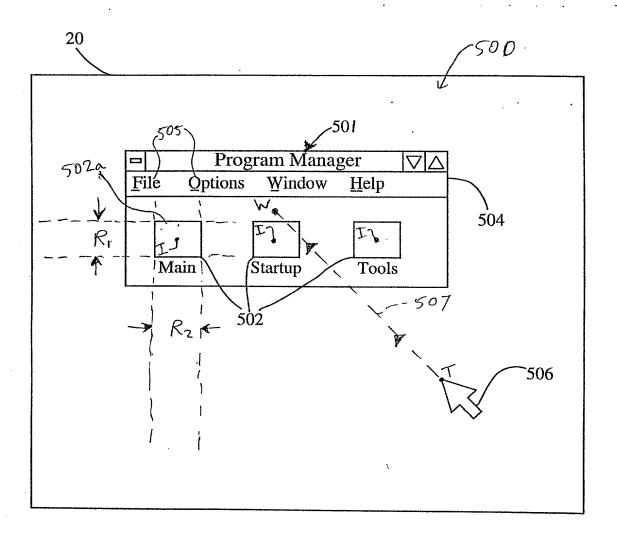


Figure 18

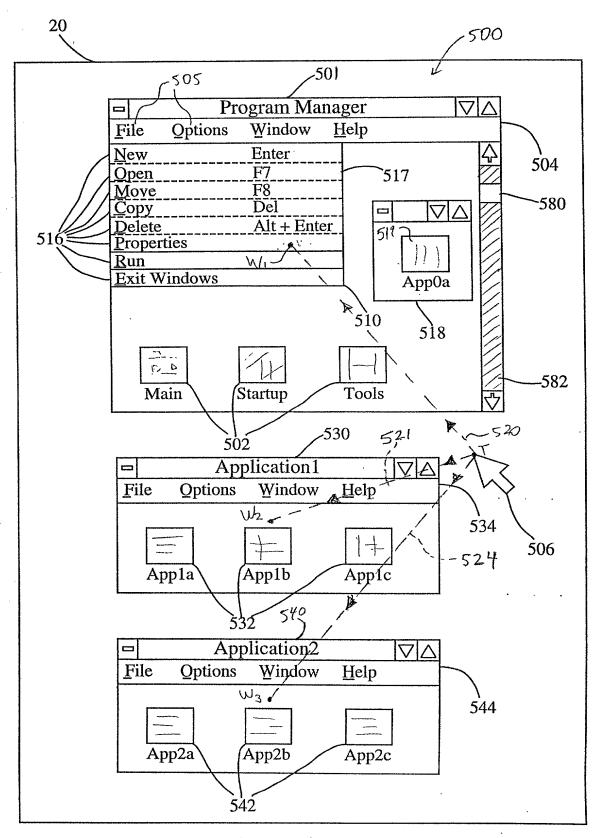


Figure 19

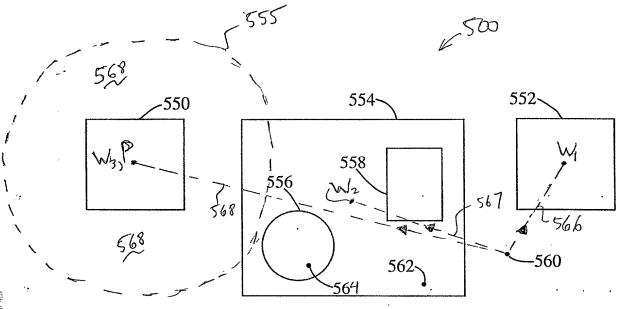


Figure 20a

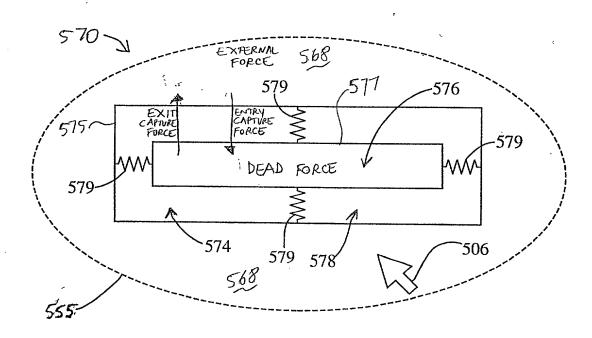


Figure 20b

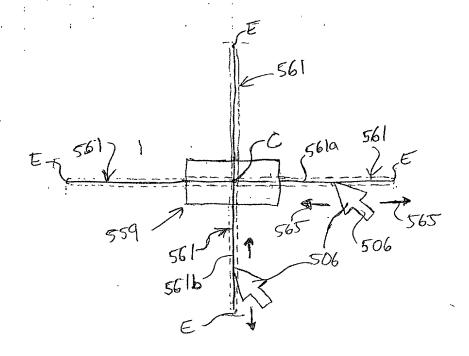


Figure 20c

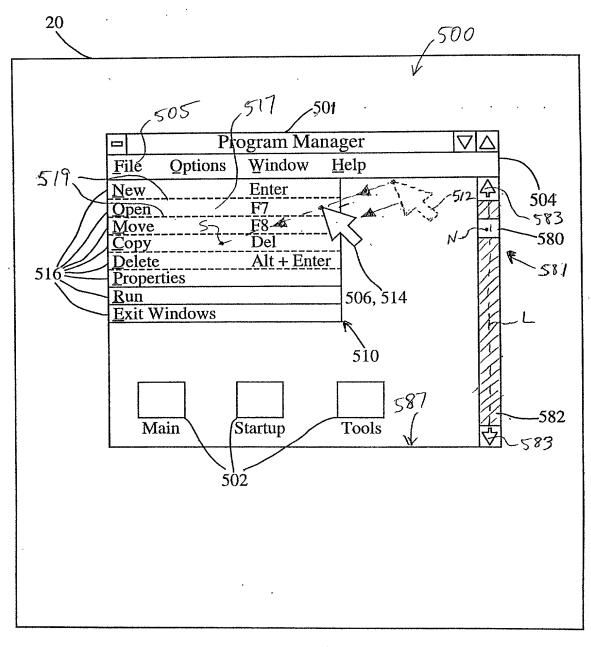


Figure 2

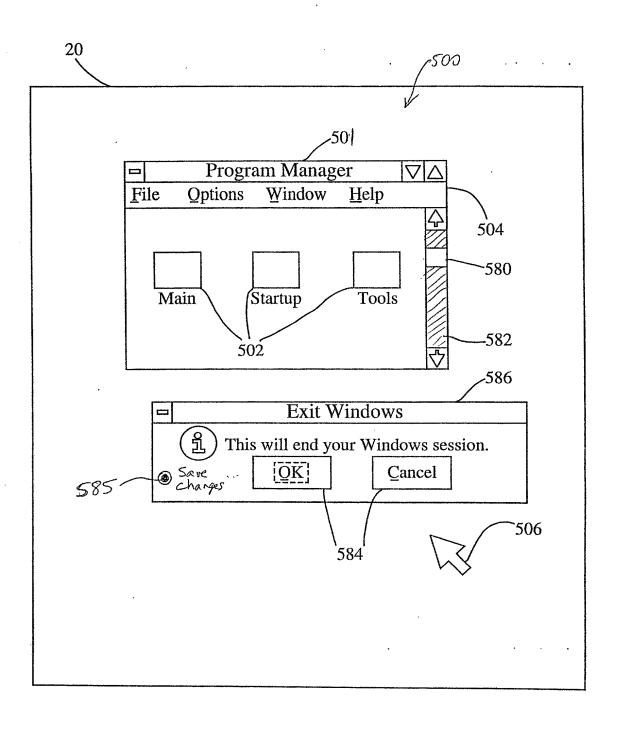
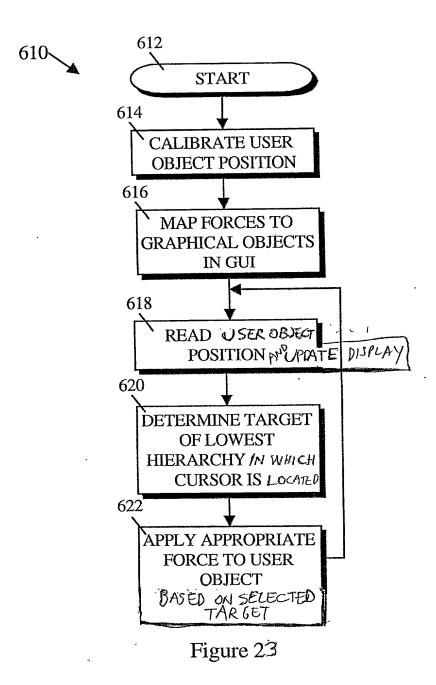
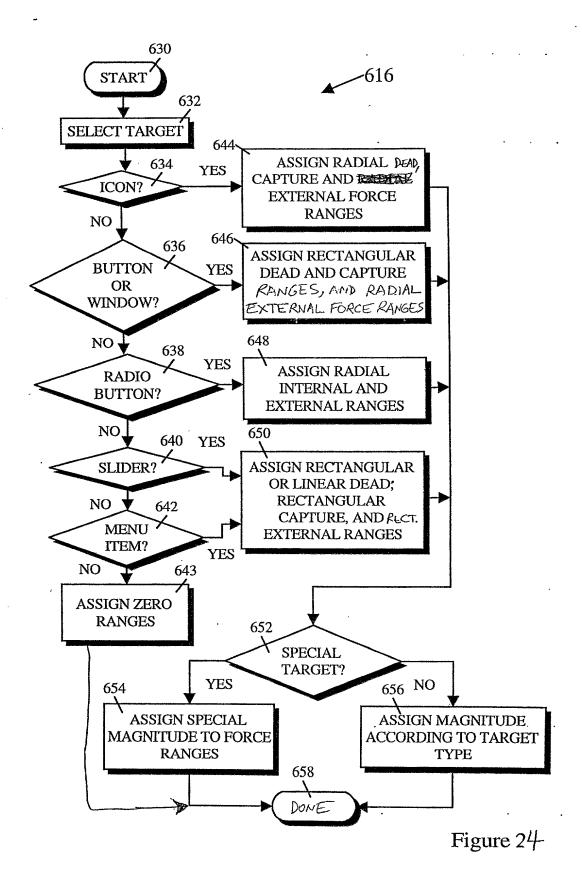


Figure 22





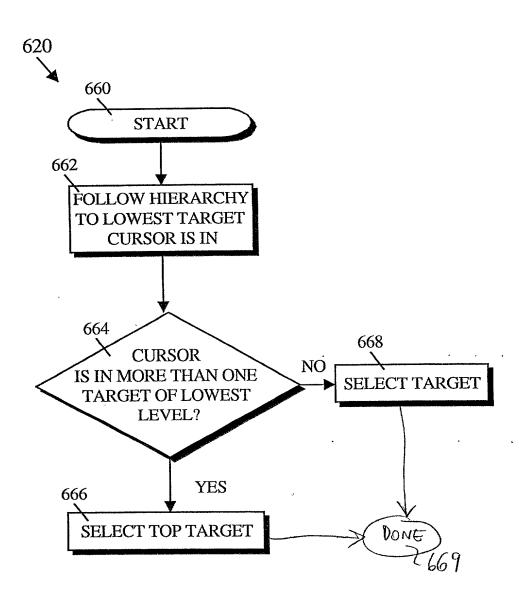
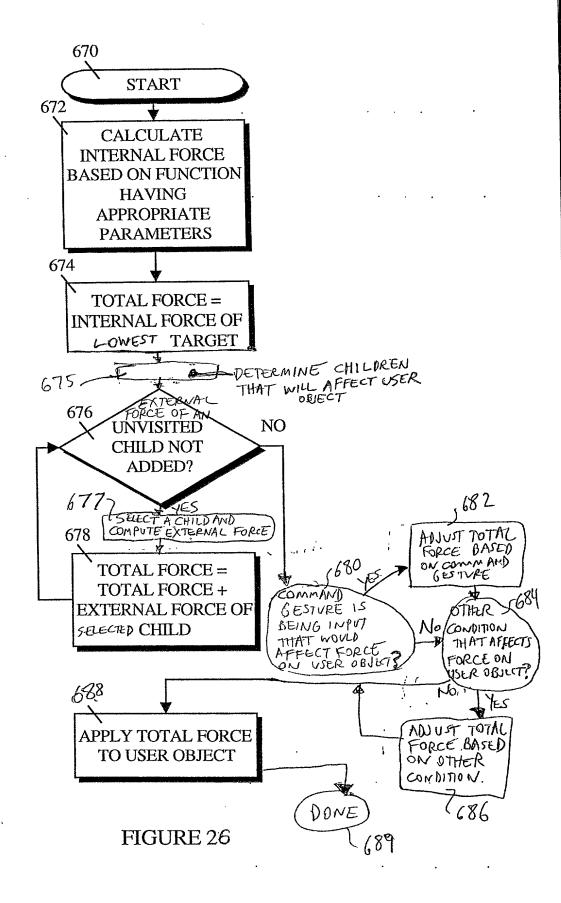


FIGURE 25



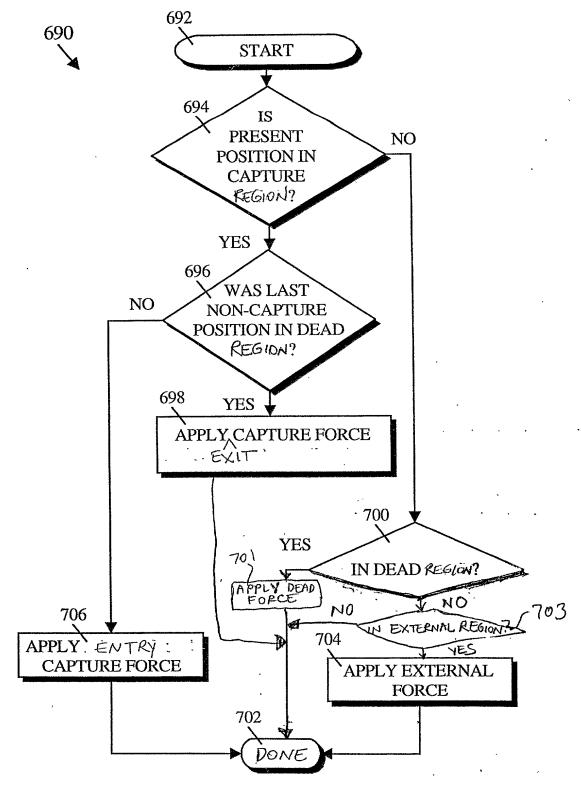


FIGURE 27